generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures; and

storing the bitmap and the pointers for later use in displaying the image.

14. (AMENDED THREE TIMES) A method comprising:

compressing a digital image having at least three textures and at least two regions, to reduce the amount of storage space required for holding it prior to a time when the image is to be displayed, comprising:

assigning a code for each of said textures in said image;

generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures, each of said pointers comprising a location and a code;

generating a bitmap, the bitmap representing only boundary pixels of a first one of said textures separating said regions in said image, by converting each pixel in said image not of said first one of said textures to a second one of said textures; and

storing the bitmap and the pointers for later use in displaying the image.

15. (AMENDED THREE TIMES) A computer stored data structure comprising:

2

a bitmap representing <u>only</u> boundaries separating regions in an image, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image; and

pointers, each associating its respective region with a texture.

22.   (AMENDED THREE TIMES)   A method comprising:

decompressing a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing <u>only</u> boundaries separating regions, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

referencing a pointer that associates one of said textures with one of said regions; and

filling said one of said regions in said bitmap with said associated texture.

31.   (AMENDED THREE TIMES)   A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing <u>only</u> boundaries separating regions, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

referencing a pointer that associates one of said textures with one of said regions;

filling said one of said regions in said bitmap with said associated one of said textures; and

overlaying said image on a background.

33. (AMENDED THREE TIMES) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed is reduced, comprising:

generating a bitmap representing <u>only</u> boundaries separating regions in said image, said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures;

storing the bitmap and the pointers for later use in displaying the image;

referencing said pointers associating said one of said textures with said one of said regions;

4